

## Summary of Major Rules for Reverse-Coed Doubles

### Top Ten Rules

1. **Keep it fun; keep it friendly:** Please introduce yourself to anyone you don't know. All players advance to playoffs. Definitely bring your "A" game since there are prizes for the winners (1<sup>st</sup> place team) of each division. But this ain't the AVP or the Olympics, so please keep your perspective and keep your "cool" at all times.
2. **Keep it safe:** You may go under the net *if and only if* you don't interfere with or contact an opponent.
3. All participants are required to officiate; and for playoffs, losing teams (esp. lower ranked teams) must stay an extra round to officiate. Because we don't have professional referees and some games may be officiated by a single referee, **players are expected to call their own "touches" and "net" violations.** Referees **MUST stand when officiating.** Referees should NOT call a 10-foot violation until *AFTER* the ball is hit.
4. **Respect the Refs:** A referee is expected to focus on the game, but is *not* expected to have perfect vision from all angles of a play. A referee's role is simply to apply the rules to the play as he/she observed it. A referee's judgment call as to what he/she *observed* is final. Harassment or badgering of referees may result in the award of a point against the offending team.
5. Rally-scoring games. Match format TBA (either one game to 25 with 30 cap –or- two games to 21 with 25 cap).
6. Let serves are legal.
7. For serve receive, a player's hands must be together (i.e. touching), so you may *not* hand-set a serve.
8. Whether a ball is *intentionally or accidentally* hand-set into the opponent's court, the ball's trajectory must be PERPENDICULAR to the player's shoulder line when the ball leaves the player's hands.
9. The **ONLY** time you may double or *momentarily* lift/push a ball is when receiving a HARD-DRIVEN BALL. A "hard-driven ball" is *any* ball hit by a *jumping* opponent *with a full arm swing* (even if the ball was deflected by a block). Anything else is NOT a hard-driven ball (e.g. a serve, a roll shot or a hit by a *standing* opponent is NOT a "hard-driven ball.")
10. Hand-Sets: "AA" level for AA division; "A" level for A division; "B" level for B division.

### **Other Rules of Interest:**

1. 10-minutes warm-up for a player's first match of the day; 5-minutes warm-up for all other matches.
2. One toss per serve.
3. Blocks do NOT count as a touch.
4. No open hand tips or finger-tip dinks.
5. Switch sides every 10 aggregate points (default).
6. Two 30-second time-outs per team per match. Each team has one five-minute injury time-out per match. Once that expires and the two 30-second time-outs are also used up, if the team is still unable to continue play, then the team shall forfeit the match. Matches won by default will have a default score of "21-to-15" or "25-to-18" unless the forfeiting team already had more than 15 or 18 points respectively.
7. If the boundary lines get pulled out during a point, players should continue play; if the ball ultimately lands in an ambiguous area, then the point is replayed; otherwise, the point stands.
8. Reverse-Coed Rule: Male players may attack the ball by jumping from behind or standing behind the ten-foot line. It is ILLEGAL for a male player to attack the ball in violation of the previous rule unless the ball leaves his hand with an upward trajectory. If the ball has an upward trajectory that is imperceptible to the referee, the referee may declare the attack ILLEGAL. This is strictly a judgment call by the referee. *Referees should NOT call a 10-foot violation until after the ball is hit.*
9. Men may NEVER block or even attempt to block in reverse-coed games, which includes extending their arm(s) over-head in a *blocking fashion* when standing within 1-foot of the centerline while an opponent is hitting.
10. Setting: The most important element for a legal set is clean contact with the ball; clean contact means that the ball enters and leaves both hands simultaneously in a controlled fashion and is not "carried" or "lifted." A ball's rotation can (but does not necessarily) imply a bad set. For example, a wildly spinning ball likely resulted from a ball that left the setter's hands at different times and hence should be called a "double." However, slight spin does not necessarily indicate a double contact. Referees should focus on the contact with the ball. If there is bad contact, the set should be declared "illegal." The ball's rotation is merely a proxy (i.e. an indirect measure) of the quality of the set. That being said, a "AA" set across the court to an outside hitter should have no more than 1 full rotation and should have virtually no side or back spin. An "A" level set to an outside hitter should have no more than 2-3 full rotations with minimal side or back spin. Prior to each game, the players and referees should discuss and demonstrate acceptable and unacceptable hand-sets.
11. Selecting a Game Ball: For each match, players are encouraged to negotiate creatively and compromise when selecting the "game ball." If players are unable to agree on a ball, a "coin toss" will determine which ball to use for pool-play games. For play-off games, the higher-ranked team gets to choose the "game ball."

### **Playoff Ranking**

Teams are ranked by their pool-play game (*not* match) win / loss record first; then by point differentials. All teams advance to playoffs.